



DISSENSION™

Illus. Zoltan Boros & Gabor Szikszai

PLAYER'S GUIDE

MAGIC
The Gathering®

THE ASCENSION OF DISSENSION

by Matt Place, *Dissension*™ lead developer

Working on the *Dissension* set was a blast. I believe the *Ravnica*™ block will prove to be one of the best *Magic: The Gathering*® blocks of all time, and this set is much of the reason. It not only showcases the final three guilds and their new mechanics, but it also packs some awesome surprises.



PRIZE SPLIT

We wanted to introduce a couple new cards from each of the ten *Ravnica* guilds into this set. But how? The answer is very exciting. You've seen multicolored cards before. You've seen split cards before. But you've never seen split cards where each half is multicolored! The *Dissension* set's ten split cards double the number of tournament-legal split cards ever printed. While the size of each new spell may be smaller than usual, the effects sure aren't. These split card halves are great spells on their own, but each one comes with another powerful spell fused to it!

TURNING THE KEYWORDS

The mechanics for the block's first seven guilds were great fits for those guilds' philosophies, and the *Dissension* keywords more than measure up. Hellbent reflects the crazed "hold-nothing-back" feel of the Rakdos guild. The important question was how much more power should we give a card when its controller's hand is empty. The answer? Lots more!

We wanted the Simic guild to feel like *The Island of Dr. Moreau*, letting players cross a Troll with, say, a Bird and an Elephant to form something new and crazy. Graft does just that. Now, instead of waiting for us to make that 10/10 flying, trampling, regenerating Spider, you can do it yourself.

The forecast ability gives you a small, uncounterable effect without ever having the card it comes from leave your hand. It felt like a good match for the Azorius guild. But to make these cards interesting, we made sure each one is tempting to play as well—sometimes on the same turn as its forecast ability. For example, Govern the Guildless has a forecast ability that turns a creature the color or colors of your choice, and playing it as a spell lets you gain control of a monocolored creature. Doing both on the same turn means you can steal whatever creature you want, no matter what color it starts out as!

Illus. Ralph Horsley

WHEN IS A CREATURE NOT A CREATURE?

Some cycles in the block, like the Signets, end up like you'd expect. Others don't. The *Ravnica: City of Guilds*™ set's "enhanced" spells gave you a bonus effect if you spent a certain color of mana to play them. Enhanced creatures were the *Guildpact*™ version. Spending the right color of mana to play these creatures gave them a bonus effect when they came into play. The *Dissension* enhanced creatures are backward. They always give you a comes-into-play effect, but you only get to keep the creature if you spent the right mana! Check out Azorius Herald. Spending white mana to play it gains you 4 life. Spending blue mana too means you get a 2/1 unblockable creature.

MORE IS BETTER

The final twist on the block's multicolored theme is a wave of cards that care about multicolored cards! For example, the more colors a creature is, the more Might of the Nephilim pumps it up. Psychotic Fury gives a multicolored creature double strike, and each of the cycle of Eidolons jumps back from your graveyard to your hand whenever you play a multicolored spell.



If you think the surprises end there, think again. How about a creature with protection from monocolored or a five-color artifact creature? Crazy but true—and Guardian of the Guildpact and Transguild Courier are just two of the 180 reasons that working on the *Dissension* set was so cool. I'm sure you'll have as much fun with it as I have.

TROUBLE IN THE GHOST QUARTER

Far from the chaos caused by the attack on the Conclave years ago, the nearly abandoned Utvara district had become the unlikely epicenter of guild contention. Conflict between the area's Gruul squatters and Orzhov titleholders masked a deeper truth: Relics lay under the Husk of Utvara, and Niv-Mizzet's eldest magewrights desperately sought them.

A Gruul clanleader's intensity and an Orzhov advokist's machinations turned Utvara into a new frontier. But frustrating Niv-Mizzet cost Agrus Kos dearly—it cost the stalwart Wojek law-enforcement agent his life. On Ravnica, however, being a ghost doesn't mean your work is done.

Kos soon found himself on the beat in the district of Agyrem, the Ghost Quarter. Spirits of the dead persist on Ravnica, and many seem drawn to Agyrem, especially those who retain some consciousness. Within the bustling district, the commands of some unseen master move the phantoms. The sacred angels of the Boros have arrived to contain them.

As Kos grows used to his afterlife, trouble brews in Ravnica. Minions of the demon Rakkos are being slaughtered. The Simic are tinkering with a primordial creature that could threaten the very existence of the great city. Lawmages of the Azorius have decided it's time to enlist some spectral help. An old threat has been renewed, and one Wojek officer is uniquely qualified to face it, dead or alive.

The story continues in the novel *Dissension* by Cory J. Herndon.

Illus. Heather Hudson, Jeff Miracola, Brian Hagan, and Zoltan Boros & Gabor Szikszai



AZORIUS SENATE



CULT OF RAKDOS

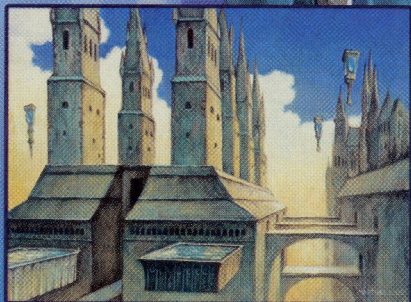


SIMIC COMBINE



THE AZORIUS SENATE

Prahv, the ancient Azorius seat of law, is the coldest place on Ravnica. Inside a silent chamber, well above the city, sits the venerable Augustin IV, the current Azorius Grand Arbiter. Like countless arbiters before him, Augustin's name is honorary, chosen from among the names of celebrated arbiters of the past. For his hierarchical and bureaucratic guild, history, stability, and the rule of law are paramount. Even Azorius field marshals are as likely to legislate against their foes as they are to fight them. After all, why damage that pristine, pearlescent armor? Many of Ravnica's citizens have forgotten that the Azorius are Ravnica's official government. Who could blame them, when the guild seems designed solely to prevent anything from happening?



Illus. Zoltan Boros & Gabor Szikszai, Martina Pilcerova, and Brian Hagan



Also known as: The High Judges

Guild leader: Grand Arbiter Augustin IV. Augustin has presided over the Azorius for decades, dispensing judgment with cold efficiency. Rumors abound that Augustin relies too heavily on his spirit-councilors, but none dare question his methods.

Guildhall: Prahv, the Spires of Order. It is a veritable city of marble and alabaster, a maze of long, echoing corridors and domed chambers. Tight rows of soldiers, spotlessly outfitted, guard the whole campus. But the guild's powerful law-magic, not the swords of its standing guard, protects Prahv.

Values: The Azorius believe that their laws and the preservation of those laws are responsible for maintaining the Guildpact. In fact, they believe their rigid system of governance is responsible for keeping nearly everything on Ravnica running smoothly. Justice is blind, as the saying goes, and that includes the guild's blindness to dissent, chaos, and crime.

Structure: Absolutely hierarchical. Most Azorius functionaries report to one superior and have two guild members that report to them, creating a pyramidal command structure.

FORECAST

To the intellectual Azorius guild, knowledge is power, and forecast lets them gain both. To use a card's forecast ability, reveal that card from your hand during your upkeep and pay its forecast cost. The card stays in your hand, revealed, until your upkeep ends. (If the card leaves your hand somehow before your upkeep ends, that's okay. You stop revealing it.) You can use a card's forecast ability only once each turn, but if you want, you can then play that card as a normal spell during your turn.



BLAST TO THE PAST

The Azorius guild values knowledge, and in this game, that translates to having a full hand of cards. The forecast ability lets you draw more cards, tap creatures, put creatures into play, and get other effects without ever having a single card with forecast leave your hand. A recent set rewarded you for exactly that kind of behavior, which is why Azorius cards play so well with . . .

. . . *Saviors of Kamigawa*[™] cards! That set's "wisdom" theme meant that the more cards you held, the better. As long as you're planning to keep your hand stocked with goodies, you may as well have Ivory Crane Netsuke let you gain 4 life a turn, Secretkeeper throw its weight around as a four-mana 4/4 flier, Cowed by Wisdom neuter an opposing creature for the entire game, or Oppressive Will do a darn good impression of Counterspell. Those are just a few of the over thirty wisdom cards the set has to offer.





THE CULT OF RAKDOS

A visitor to Ravnica might wonder why the Cult of Rakdos wasn't stamped out by the other guilds millennia ago. After all, what useful purpose could a cabal of thrill-killing, pleasure-seeking demon worshippers actually serve? Quite a few, it turns out. The law-abiding guilds turn to the Rakdos when they need an obstacle removed or an unsavory client entertained. Rakdos assassins may be messy, but they're very enthusiastic, and many Ravnicans believe the demon cult's restaurants and nightclubs are unmatched. What of the demon Rakdos himself? Luckily for the rest of Ravnica, he spends much of his time deep within his palace, Rix Maadi, whiling away the time with unspeakable tortures and other "diversions."

Illus. Zoltan Boros & Gabor Szekszat,
Martina Pilcerova, and Jeremy Jarvis

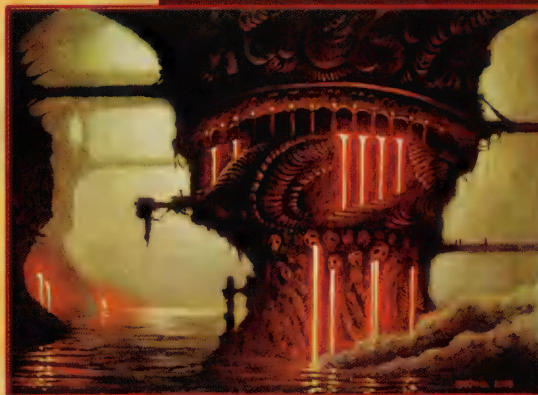
Also known as: The Thrill-Killers

Guild leader: The demon Rakdos, a fiery abomination whose origins are unknown to all but him. Rakdos has entertained himself with Ravnica's citizenry for thousands of years, maintaining a cult of personality whose numbers don't increase only because of the guild's high mortality rate.

Guildhall: Rix Maadi, a grotesque palace in a dank part of the Undercity. Very few guild members have seen the inside of the palace. Many who manage to emerge are too incoherent to describe it. If Prahv is the coldest place on Ravnica, Rix Maadi is the hottest.

Values: Values? Values get in the way of having fun. The Rakdos live for instant gratification and carnal impulses. Only the prospect of power can prevent them from indulging in nonstop hedonism.

Structure: Like an out-of-control party. The guild's only structure is determined by those powerful enough to hold leadership. Such beings tend to have short lifespans.



HELLBENT

“Why think? Let’s smash stuff!” That’s the spirit behind the maniacal Rakdos guild, and it’s reflected in the hellbent ability. Cards with hellbent get better if you have no cards in your hand. Instants and sorceries with hellbent get supercharged if your hand is empty when they resolve. Hellbent static abilities on permanents are just “on” when your hand is empty. And hellbent activated abilities can be played only when your hand is empty—but it doesn’t matter if you have cards in your hand when they resolve.



BLAST TO THE PAST

To get peak efficiency out of the hellbent ability, plenty of cards in the *Dissension* set help you empty your hand. The “drawbacks” of Jagged Poppet, Ragamuffyn, and Delirium Skeins, among others, just help make your later cards more powerful. It’s a tactic that’s been seen before . . .

. . . in the *Odyssey*™ block! Many cards in the *Odyssey*, *Torment*®, and *Judgment*™ sets focused on discard effects as a way to fill your graveyard. They empty your hand while they’re at it. *Zombie Infestation* is one of the most efficient, and it churns out creatures ready to rock out to Anthem of Rakdos. Just imagine that the cards you’re discarding to Nihilistic Glee are Incarnations, such as *Anger*, or madness cards, such as *Violent Eruption*. However, if you really mean business, nothing does the job quite like the *Saviors of Kamigaya* card *One with Nothing*!





THE SIMIC COMBINE

What happens to the stewards of the wild on a world where the wilds have been utterly tamed? Consider the curious case of the Simic Combine, a group of elves and scholars charged with maintaining nature on Ravnica. Just as nature was shaped and confined on the city-plane, so was the Simic's idea of what nature should be. In ever-stranger ways, the Simic began to modify nature so it could survive on a world increasingly covered with chiseled stone. They began "improving" biology, pushing evolution. The most recent breakthrough came from the Simic sage Momir Vig, an analytical genius whose mind works from a kind of formalized intuition. Vig pioneered cytoplasts, a customizable biomass that can enhance other life.



Illus. Martina Pilcerova, Dan Scott, and Zoltan Boros & Gabor Szikszai

Also known as: The Biomancers

Guild leader: Momir Vig, the visionary pioneer of cytoplastic technology. The guild quickly took up Vig's banner after his first success at creating specialized lifeforms. Vig believes the key to evolving life on Ravnica is to "design" it for the city.

Guildhall: Novijen, a floating, womblike campus in the middle of the city. Novijen is a bizarre hybrid of living matter and chiseled stone. It's held in place by thick, umbilical cables that keep it isolated from the surrounding buildings. Here, the Simic design and perfect their most secret biological projects.

Values: The Simic believe in augmenting and customizing natural organisms. Their reasons for doing so vary from improving the quality of life for Ravnica's citizens to restoring a balance between nature and civilization in their world.

Structure: Like a cross between a college, a laboratory, and a zoo. Hundreds of years ago, a sharp line existed between the guild's experimental subjects and the researchers studying and protecting them. Since Vig's ascension, however, that line has blurred.



GRAFT

Graft is the most successful mutation designed by the Simic guild. Each creature with graft is 0/0 and comes into play with a certain number of +1/+1 counters on it. Whenever another creature comes into play, no matter

who controls that creature, you may move a +1/+1 counter from any number of your creatures with graft onto it! (If you move the last counter off a creature with graft, it'll have 0 toughness and be put into your graveyard.) Many creatures with graft also have abilities that help creatures with +1/+1 counters on them—including themselves!



BLAST TO THE PAST

Simic decks require as many glass beads, pennies, or dice as you can muster—you'll need lots of +1/+1 counters. Since this has been a popular **Magic™** theme throughout the history of the game, interesting Simic-friendly cards exist in many sets,

... the *Ravnica* set! Doubling Season is ridiculous. Each creature with graft comes into play at twice the size. Each time you move a counter off a graft creature, the recipient gets two.

... the *Mirrodin*® block! Dragon Blood, Triskelion, Pentavus, and Etched Oracle fit right into a +1/+1 counter party. Use Mycosynth Lattice to make all your permanents artifacts, and you can mix and match graft creatures with modular creatures.

... the *Judgment* set! The more counters you can load onto the Phantoms, the more devastating they become.

... the *Tempest*™ block! The +1/+1 counters never stop dancing when your graft creatures meet their ancestors, the Spikes.



THE TEN COOLEST *DISSENSION* CARDS

by Devin Low, Magic developer



1. Simic Sky Swallower

Want to win the game? Then meet your new best friend: Simic Sky Swallower. Few creatures can block it. No spell can target it. No opponent can survive it. Simic Sky Swallower eats Dragons and Angels for breakfast, scoffs at Putrefy and Mortify, and quickly devours life totals. Quite simply, it's the monster you've always wanted.

2. Avatar of Discord

A 5-power flier for just three mana? That's ridiculous! Sure, Avatar of Discord has a hefty drawback, but it's one you can turn to your advantage. Play it and discard some gigantic creatures on turn 3, then use the *Ninth Edition* spell *Zombify* to get one of them back on turn 4. Meanwhile, you're that much closer to emptying your hand and turning on your hellbent abilities, which is when the Rakkos *really* get mean.



3. Rakkos Pit Dragon

One of the cheapest Dragons ever, Rakkos Pit Dragon often out-devastates its cousins with higher mana costs. At its tamest, it's a 3/3 creature with "firebreathing" that can take to the skies. When you're hellbent, however, the Pit Dragon really roars! Now that it's got double strike, it's primed to deal 6 damage per attack, plus another 2 damage each time you pump its power.



5. Pride of the Clouds

This versatile Elemental Cat can show up on turn two as a quick little flier that grows into nasty proportions over the course of the game. Or it can safely hang out in your hand as it pumps out Birds turn after turn with its forecast ability. Want some self-synergy? Let Pride of the Clouds generate a flock of six 1/1 Birds, then have it join the party as a 7/7 to close out the game.



4. Cytoshape

Is your opponent blocking with a huge creature? Turn it into a copy of a 1/1 Saproling! Is your opponent playing Shock on your Simic Guildmage? Make your Wizard a twin of your Phytohydra for the turn! Copying a creature neither copies nor removes counters. So, if a 0/0 creature with graft becomes a copy of another creature, its counters add to the new body and it gets bigger. If a creature without any +1/+1 counters on it becomes a copy of a creature with graft, it turns into a 0/0. See ya in the graveyard, pal.



6. Protean Hulk

Protean Hulk is full of surprises—literally! This 6/6 monstrosity forces your opponent to destroy it quickly or lose the game. But getting it bumped off is all part of your master plan! When this creature-filled pinata cracks open, you knows what bizarre combination of creatures will come pouring out. Maybe you'll get three 3/3 flying Pride of the Clouds. Or perhaps you'll get three Soul Wardens, four Ornithopters, and a Scion of the Wild for a total of eight creatures, a whopping 21 life, and a Scion that's even bigger than the Hulk was!

7. Experiment Kraj

This freaky Experiment is most at home among creatures with various activated abilities Kraj can "borrow" and use for itself. With Vigean Graftmage or Simic Ragworm by its side, Kraj can untap itself to toss around +1/+1 counters at a frantic pace. Even weirder, Kraj can add +1/+1 counters to *enemy* creatures to steal their abilities, mimicking a Master Decoy, an Archivist, or a Rakdos Guildmage—sometimes all at once.



8. Crime/Punishment

Powerful as a sledgehammer and precise as a scalpel, Punishment can obliterate huge swaths of the board or destroy a carefully selected permanent that doesn't share a cost with anything. If nothing good is left to destroy, stealing a choice prize out of your opponent's graveyard is, well, simply a Crime.



9. Squealing Devil

Here's a riddle: What wins games faster, a black Nezumi Cutthroat (a two-mana, 2-power creature with fear), or a red Blaze aimed at your opponent's head (to deal X damage to that opponent)? Ooh, it was a trick question—the answer is the black-red combination of both in one card! Need a good evasion creature to boost with the +X/+0? How about your other Squealing Devil?



10. Tidespout Tyrant

Even Tidespout Tyrant isn't sure what it's better at—washing away your opponent's stuff or washing away your opponent! When every spell you play comes with a free Boomerang attached, it's not that hard to bounce everything important your opponent has in play. If the Tyrant's ever in danger of being destroyed, just play any instant to return the 5/5 Djinn to your hand, thus ensuring more tyranny to come.

WHICH GUILD ARE YOU?

Wondering where you'd fit in as a citizen of Ravnica? Take this quiz to find out!

Rate each of the following statements from 1 to 5 where 1 means "strongly disagree" and 5 means "strongly agree." Enter your responses to the corresponding questions in the chart below. When you're done, add the numbers across. The highest sum points equals the guild whose values you most strongly match! (In case of a tie, go back over the questions that correspond to your highest sums and see if you would change any responses.)

1. People are better off when they keep cool heads.
2. Sometimes a little lying or cheating is necessary to achieve your goals.
3. Completing a project is more important than planning it out.
4. Competition builds the strength of most systems.
5. We will eventually be able to explain everything in the natural world.
6. Good instincts are the result of unconsciously considering situations at length.
7. Individuality can prevent people from identifying with each other.
8. When you get down to it, justice and revenge aren't much different.
9. Each of us has a responsibility to help ensure that others' needs are met.
10. Living pleurably is more important than living safely.
11. People behave destructively if left to their own devices.
12. Power should be held by those comfortable wielding it.
13. Wealthy people generally gained their wealth through hard work and dedication.
14. It's good for a group of people to have the same interests and goals.
15. "Survival of the fittest" is a natural law that applies to more than just animals.
16. Most rules are designed to keep people from doing what they want.
17. An idea is probably important if someone feels very strongly about it.
18. Laws should be obeyed even if breaking them wouldn't hurt anyone.
19. Everyone being equally privileged is the same as nobody being privileged.
20. Problems are more often solved by strokes of inspiration than by methodical work.
21. In an argument, it's best to initially keep what you know to yourself.
22. Overanalysis can prevent people from taking action when they need to.
23. People should strive to change their thinking and/or behavior to fit the situation.
24. Most of what people do is motivated by basic needs, such as food and shelter.
25. Unfortunately, violence is sometimes necessary to maintain peace.
26. People would be happier if they followed their impulses more often.
27. Societies depend on having people who are willing to do the menial work.
28. People who talk little are more worthy of trust than those who talk a lot.
29. Most people can't easily tell who really has the power in a given situation.
30. It isn't possible to separate what one thinks from how one feels.

CORRESPONDING QUESTIONS

↓	1	+	11	+	18	=		GUILD A
↓	2	+	21	+	29	=		GUILD B
↓	3	+	8	+	25	=		GUILD C
	4	+	12	+	15	=		GUILD D
	5	+	6	+	23	=		GUILD E
	7	+	9	+	14	=		GUILD F
	10	+	16	+	26	=		GUILD G
	13	+	19	+	27	=		GUILD H
	17	+	20	+	30	=		GUILD I
	22	+	24	+	28	=		GUILD J

When you're done, turn to page 43 to see which guild you are most like!

DISSENSION™

CARD ENCYCLOPEDIA

The *Dissension* Card Encyclopedia shows the entire *Dissension* card set. To keep track of your cards, just turn to the checklist on pages 42–43.

Aurora Eidolon 3*



Creature — Spirit

* Sacrifice Aurora Eidolon: Prevent the next 3 damage that would be dealt to target creature or player this turn. Whenever you play a multicolored spell, you may return Aurora Eidolon from your graveyard to your hand.

Justin Sweet
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2/2

Azorius Herald 2*



Creature — Spirit

Azorius Herald is unblockable. When Azorius Herald comes into play, you gain 4 life. When Azorius Herald comes into play, sacrifice it unless ♦ was spent to play it. *"As peace should be—gentle yet unstoppable."* —Augustin IV.

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2/1

Beacon Hawk 1*



Creature — Bird

Flying
Whenever Beacon Hawk deals combat damage to a player, you may untap target creature.
*: Beacon Hawk gets +0/+1 until end of turn.

William Simpson
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1/1

Blessing of the Nephilim *



Enchantment — Aura

Enchant creature
Enchanted creature gets +1/+1 for each of its colors.
"Before the first stone was laid or the first elf-child born, the power of the nephilim was gathering. Let that power be spread by my hands."

Greg Hildebrandt
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Brace for Impact ♦*



Instant

Prevent all damage that would be dealt to target multicolored creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.
Flesh can be tempered by spellcraft and forged ever stronger by the hammers of foes.

Dan Scott
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Carom 1*



Instant

The next 1 damage that would be dealt to target creature this turn is dealt to another target creature instead.
Draw a card.
Her enemy's strength is her own.

Alex Horley-Orlandelli
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Celestial Ancient 3

Creature — Elemental

Flying

Whenever you play an enchantment spell, put a +1/+1 counter on each creature you control.

"We thought the clouds had moved from the night sky. Then the night sky moved, and the horizon grew wings."
—*Isart*

Mark Tedin
© 2014–2015 Wizards of the Coast, Inc. 101/180

3/3

Condemn

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

"No doubt the arbiters would put you away, after all the documents are signed. But I will have justice now!"
—*Alocnek, Boros guildmage*

Daren Bader
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Freewind Eque nauit 2

Creature — Human Archer

Flying

As long as Freewind Eque nauit is enchanted, it has ***: Freewind Eque nauit deals 2 damage to target attacking or blocking creature.**

Confront her, and feel the hooves of her steed. Ignore her, and feel the sting of her arrows.

Rebecca Guay
© 2014–2015 Wizards of the Coast, Inc. 101/180

2/2

Guardian of the Guildpact 3

Creature — Spirit

Protection from monocolored

The magic of the Guildpact gives aegis to the spirits pressed into its service. Upon entering the afterlife, they find new focus and are charged with defending the Guildpact against those who would see it broken.

Fred Hooper
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2/3

Haazda Exonerator

Creature — Human Cleric

***: Sacrifice Haazda Exonerator: Destroy target Aura.**

"This aura threatens the sanctity of your soul. Wrenching it free won't be easy on either of us. If you're ready, we'll begin."

Kevin Walker
© 2014–2015 Wizards of the Coast, Inc. 101/180

1/1

Haazda Shield Mate 2

Creature — Human Soldier

At the beginning of your upkeep, sacrifice Haazda Shield Mate unless you pay ******.

***: The next time a source of your choice would deal damage to you this turn, prevent that damage.**

The Haazda shield is broad, protecting both the fess and the guilded.

Ron Spears
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1/1

Mistral Charger 1

Creature — Pegasus

Flying

Some sky steeds break from the thundering herd to ride free on the open winds.

Terese Nielsen
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2/1

Paladin of Prahv 4

Creature — Human Knight

Whenever Paladin of Prahv deals damage, you gain that much life.

Forecast — ******: Reveal Paladin of Prahv from your hand: Whenever target creature deals damage this turn, you gain that much life. *(Play this ability only during your upkeep and only once each turn.)*

William Simpson
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3/4

Proclamation of Rebirth 2

Sorcery

Return up to three target creature cards with converted mana cost 1 or less from your graveyard to play.

Forecast — ******: Reveal Proclamation of Rebirth from your hand: Return target creature card with converted mana cost 1 or less from your graveyard to play. *(Play this ability only during your upkeep and only once each turn.)*

William Simpson
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Proper Burial 3*

Enchantment

Whenever a creature you control is put into a graveyard from play, you gain life equal to that creature's toughness.

Properly honored dead gain the peace of the grave and freedom from the call of the Ghost Quarter.

— Luca Zortini
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Soulsworn Jury 2*

Creature — Spirit

Defender (*This creature can't attack.*)

♦ ♦, Sacrifice Soulsworn Jury: Counter target creature spell.

In death, as in life, they protect the Grand Arbiter from exposure to contrary points of view.

— Zoltan Boros & Gabor Salkszal
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1/4

Steeling Stance 1♦♦*

Instant

Creatures you control get +1/+1 until end of turn.

Forecast — ♦, Reveal Steeling Stance from your hand: Target creature gets +1/+1 until end of turn. (*Play this ability only during your upkeep and only once each turn.*)

— Randy Gallegos
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Stoic Ephemera 2*

Creature — Spirit

Defender (*This creature can't attack.*)

Flying

When Stoic Ephemera blocks, sacrifice it at end of combat.

"Life is fleeting, and so is death. Only the oath is eternal."

— Randy Gallegos
TM & © 1993-2008 Wizards of the Coast, Inc. 151101

5/5

Valor Made Real *

Instant

Target creature can block any number of creatures this turn.

"As my father taught, Training will raise your shield to the blow, but courage fills the gaps the shield leaves open."

— Jeff Miracola
TM & © 1993-2008 Wizards of the Coast, Inc. 151101

Wakestone Gargoyle 3*

Creature — Gargoyle

Defender (*This creature can't attack.*)

Flying

♦ ♦: Creatures you control with defender can attack this turn as though they didn't have defender.

Its pulsating cry shatters bonds of iron, granite, and servitude.

— Jim Murray
TM & © 1993-2008 Wizards of the Coast, Inc. 151101

3/4

Court Hussar 2 ♦

Creature — Vedalken Knight

Vigilance

When Court Hussar comes into play, look at the top three cards of your library, then put one of them into your hand and the rest on the bottom of your library in any order.

When Court Hussar comes into play, sacrifice it unless ♦ was spent to put it.

— Ron Spears
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1/3

Cytoplast Manipulator 2 ♦♦

Creature — Human Wizard Mutant

Graft 2 (*This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.*)

♦ ♦: Gain control of target creature with a +1/+1 counter on it as long as Cytoplast Manipulator remains in play.

— Dan Scott
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0/0

Enigma Eidolon 3 ♦

Creature — Spirit

♦ ♦, Sacrifice Enigma Eidolon: Target player puts the top three cards of his or her library into his or her graveyard.

Whenever you play a multicolored spell, you may return Enigma Eidolon from your graveyard to your hand.

— Shishiraru
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2/2

Govern the Guildless 5

Sorcery

Gain control of target monocolored creature.

Forecast — 1 ♦, Reveal Govern the Guildless from your hand: Target creature becomes the color or colors of your choice until end of turn. *(Play this ability only during your upkeep and only once each turn.)*

— Alex Horley-Orlandelli

0/0

Helium Squirter 4

Creature — Beast Mutant

Graft 3 *(This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

1. Target creature with a +1/+1 counter on it gains flying until end of turn.

— Hideaki Takamura

0/0

Novijen Sages 4

Creature — Human Advisor Mutant

Graft 4 *(This creature comes into play with four +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)*

1. Remove two +1/+1 counters from among creatures you control. Draw a card.

— Luca Zontini

0/0

Ocular Halo 3

Enchantment — Aura

Enchant creature

Enchanted creature has "♦: Draw a card."

♦: Enchanted creature gains vigilance until end of turn.

While the soldier dreams, the eyes stand watch.

— Ralph Horsley

Plaxmanta 3

Creature — Beast

You may play Plaxmanta any time you could play an instant.

When Plaxmanta comes into play, creatures you control can't be the targets of spells or abilities this turn.

When Plaxmanta comes into play, sacrifice it unless ♦ was spent to play it.

— Alan Pollack

2/2

Psychic Possession 2

Enchantment — Aura

Enchant opponent

Skip your draw step.

Whenever enchanted opponent draws a card, you may draw a card.

"You will do the thinking for the both of us!"

— Mark Tedin

Silkwing Scout 2

Creature — Faerie Scout

Flying

♦, Sacrifice Silkwing Scout: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

— Rebecca Guay

2/1

Skyscrying 2

Sorcery

Each player draws X cards.

Forecast — 2 ♦, Reveal Skyscrying from your hand: Each player draws a card. *(Play this ability only during your upkeep and only once each turn.)*

— Luca Zontini

Spell Snare 1

Instant

Counter target spell with converted mana cost 2.

Every culture has its unlucky numbers. In a city where you're either alone, in a crowd, or being stabbed in the back, two is the worst number of all.

— Hideaki Takamura

Tidespout Tyrant 5 4 4 4

Creature — Djinn

Flying

Whenever you play a spell, return target permanent to its owner's hand.

He unmakes the world in his own image.

—Dany Orizio

5/5

Vigean Graftmage 2 4

Creature — Vedalken Wizard Mutant

Graft 2 (This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

1: Untap target creature with a +1/+1 counter on it.

—Alan Pollack

0/0

Vision Skeins 1 4

Instant

Each player draws two cards.

"I could see in the other mage's eyes that he'd thought of it too. Then it became a race to exploit the knowledge first."

—Aleksi Brictor

Writ of Passage 4

Enchantment — Aura

Enchant creature

Whenever enchanted creature attacks, if its power is 2 or less, it's unblockable this turn.

Forecast — 1: Reveal Writ of Passage from your hand; Target creature with power 2 or less is unblockable this turn. (Play this ability only during your upkeep and only once each turn.)

—Luca Zomini

Bond of Agony 5 4

Sorcery

As an additional cost to play Bond of Agony, pay X life.

Each other player loses X life.

The Rakdos are unique in designing torture equipment they can operate while "suffering" alongside their victims.

—Luca Zomini

Brain Pry 1 3

Sorcery

Name a nonland card. Target player reveals his or her hand. That player discards a card with that name. If he or she can't, you draw a card.

To the Rakdos, the fun is in the shakedown. The loot is usually discarded.

—Luca Zomini

Crypt Champion 3 3

Creature — Zombie

Double strike

When Crypt Champion comes into play, each player puts a creature card with converted mana cost 3 or less from his or her graveyard into play.

When Crypt Champion comes into play, sacrifice it unless 3 was spent to play it.

—Pete Ventresca

2/2

Delirium Skeins 2 4

Sorcery

Each player discards three cards.

There came a rush, a sudden fire in the mind. Then the two saw only the sooty fog of madness, heard only the crackling of their last thoughts burning away.

—Aleksi Brictor

Demon's Jester 3 3

Creature — Imp

Flying

Hellbent — Demon's Jester gets +2/+1 as long as you have no cards in hand.

They knock 'em dead, with or without the punch line.

—Pete Ventresca

2/2

Drekavac 1

Creature — Beast

When Drekavac comes into play, sacrifice it unless you discard a noncreature card.

Like a culture's scalp, the face of a drekavac is oily and hairless. The filth and disease of its carrion diet slip off its blood-slick skin.

—Carl Chittenden

3/3

Enemy of the Guildpact 4

Creature — Spirit

Protection from multicolored

Guilds often exterminate those who saw or knew too much. Some vindictive souls retain their knowledge, using it in the afterlife to crush the guilded and the vile bargain that gives them power.

—Fred Hamann

4/2

Entropic Eidolon 3

Creature — Spirit

☠, Sacrifice Entropic Eidolon: Target player loses 1 life and you gain 1 life.

Whenever you play a multicolored spell, you may return Entropic Eidolon from your graveyard to your hand.

—Miles Bricker

2/2

Infernal Tutor 1

Sorcery

Reveal a card from your hand. Search your library for a card with the same name as that card, reveal it, put it into your hand, then shuffle your library.

Hellbent — If you have no cards in hand, instead search your library for a card, put it into your hand, then shuffle your library.

—Ross Willard

Macabre Waltz 1

Sorcery

Return up to two target creature cards from your graveyard to your hand, then discard a card.

"All dead move to the hollow rhythm of necromancy."
—Savra

—Jon Morley

Nettling Curse 2

Enchantment — Aura

Enchant creature

Whenever enchanted creature attacks or blocks, its controller loses 3 life.

1 ☠: Enchanted creature attacks this turn if able.

"I call them 'Poke' and 'Prod.'"
—Chagrach, Rakdos cursemage

—Jeremy Jarvis & Wayne Reynolds

Nightcreeper 2

Instant

Until end of turn, all creatures become black and all lands become Swamps.

"Please tell me I'm hallucinating. I'd rather be crazy than here."
—Gorev Hadszak, Wojek investigator

—Jeff Minda

Nihilistic Glee 2

Enchantment

2 ☠, Discard a card: Target opponent loses 1 life and you gain 1 life.

Hellbent — 1, Pay 2 life: Draw a card. Play this ability only if you have no cards in hand.

"All ends in obliteration—love in hatred, life in death, and light in empty darkness."

—Ross Willard, Wayne Reynolds

Ragamuffyn 2

Creature — Zombie Cleric

Hellbent — ☠, Sacrifice a creature or land: Draw a card. Play this ability only if you have no cards in hand.

They cut the stitches and give her hips of her brass. Then they see her up again, and she's back to stirring.

—Rick Poyl

2/2

Ratcatcher 4 3

Creature — Ogre Rogue

Fear
At the beginning of your upkeep, you may search your library for a Rat card, reveal it, and put it into your hand. If you do, shuffle your library.
An ogre's poisonous stench is like fine Kashkaval cheese to the noses lowest to the ground.

— *Map Green* 4/4

Seal of Doom 2 3

Enchantment

Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.
"A basilisk's gaze is effective, but disposing of physical remains is a tiresome task. It's far more discrete to dissolve one's victim entirely."
— *Szadek*

— *Ralph Steadman*

Slaughterhouse Bouncer 4 3

Creature — Ogre Warrior

Helbent — When Slaughterhouse Bouncer is put into a graveyard from play, if you have no cards in hand, target creature gets -3/-3 until end of turn.
A Rakkos party is a flop if anyone lives to talk about it.

— *Greg Staples* 3/3

Slithering Shade 3

Creature — Shade

Defender (*This creature can't attack.*)
●: Slithering Shade gets +1/+1 until end of turn.
Helbent — Slithering Shade can attack as though it didn't have defender as long as you have no cards in hand.

— *Darwin Bader* 0/1

Unliving Psychopath 2 3 3

Creature — Zombie Assassin

●: Unliving Psychopath gets +1/-1 until end of turn.
●: ●: Destroy target creature with power less than Unliving Psychopath's power.
"The victim bears the marks of the 'Ktazok Impaler'... but he was executed years ago!"
— *Gorek Hadiszok, Wajek investigator*

— *Greg Staples* 0/4

Vesper Ghoul 2 3

Creature — Zombie Druid

●: Pay 1 life: Add one mana of any color to your mana pool.
"Nature's exceptions remind us not to think in absolutes. Just as the orchid blossoms on blackened stone, so does the gift of mana occasionally manifest in the undead."
— *Bougrat, druid of the Cult of Yore*

— *Thomas M. King* 1/1

Wit's End 3 3 3

Sorcery

Target player discards his or her hand.
"Some images are so powerful that one glance burns them into your mind forever. Come, let us gaze on nothingness."
— *Szadek*

— *Ray Walker*

Cackling Flames 3 3

Instant

Cackling Flames deals 3 damage to target creature or player.
Helbent — Cackling Flames deals 5 damage to that creature or player instead if you have no cards in hand.
"I like a little entertainment with my dinner."
— *Rakkos*

— *Stachura*

Demonfire 3 2

Sorcery

Demonfire deals X damage to target creature or player. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead.
Helbent — If you have no cards in hand, Demonfire can't be countered by spells or abilities and the damage can't be prevented.

— *Greg Staples*

Flame-Kin War Scout 3



Creature — Elemental Scout

When another creature comes into play, sacrifice Flame-Kin War Scout. If you do, Flame-Kin War Scout deals 4 damage to that creature.

"The forward flame-kin are popping. We have incoming!"
—*Stear, Boros signaler*

—*Tref Hopper* 2/4

Flaring Flame-Kin 2



Creature — Elemental Warrior

As long as Flaring Flame-Kin is enchanted, it gets +2/+2, has trample, and has **Q**. Flaring Flame-Kin gets +1/+0 until end of turn.

"A flame-kin is always formidable, but feeding its fire with a sorcerous gift grants it the power to devastate armies."

—*Brian Hoogen* 2/2

Gnat Alley Creeper 2



Creature — Human Rogue

Gnat Alley Creeper can't be blocked by creatures with flying.

Despite its diminutive name, Gnat Alley is the longest street in Ravnicia. Mile after twisting mile, it threads its way among the broader, safer thoroughfares like a parasite.

—*Pete Verheer* 3/1

Ignorant Bliss 1



Instant

Remove all cards in your hand from the game face down. At end of turn, return those cards to your hand, then draw a card.

"A quick step beyond oblivion lies a place so full of thoughts that it leaves no room for your own."
—*Qweyl, chronarch prodigy*

—*Jeff Mirreola*

Kill-Suit Cultist



Creature — Goblin Berserker

Kill-Suit Cultist attacks each turn if able.

Q, Sacrifice Kill-Suit Cultist: The next time damage would be dealt to target creature this turn, destroy that creature instead.

Dressed to kill.

—*Alex Horley-Orlandelli* 1/1

Kindle the Carnage 1



Sorcery

Discard a card at random. If you do, Kindle the Carnage deals damage equal to that card's converted mana cost to each creature. You may repeat this process any number of times.

"Start knockin' heads, boys, and don't stop 'til the ragamuffin sings!"

—*Dany Orfelo*

Ogre Gatecrasher 3



Creature — Ogre Rogue

When Ogre Gatecrasher comes into play, destroy target creature with defender.

A popular game among ogres is to see how many revolutions a head can make before it pops off.

—*Darren Bidder* 3/3

Psychotic Fury 1



Instant

Target multicolored creature gains double strike until end of turn. Draw a card.

"Rage, my servants. Our ancient power is renewed in blood."
—*Rakdos*

—*Kevin Walker*

Rakdos Pit Dragon 2



Creature — Dragon

Q: Rakdos Pit Dragon gains flying until end of turn.

Q: Rakdos Pit Dragon gets +1/+0 until end of turn.

Hellbent — Rakdos Pit Dragon has double strike as long as you have no cards in hand.

—*Kevin Walker* 3/3

Sandstorm Eidolon 3

Creature — Spirit

☛ Sacrifice Sandstorm Eidolon: Target creature can't block this turn. Whenever you play a multicolored spell, you may return Sandstorm Eidolon from your graveyard to your hand.

— Brian Hagan

2/2

Seal of Fire

Enchantment

Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

"If it breathes, it will burn."
— Rakdos pyromancers' creed

— Ralph Horsley

Squealing Devil 1

Creature — Devil

Fear
When Squealing Devil comes into play, you may pay \times . If you do, target creature gets $+X/+0$ until end of turn. When Squealing Devil comes into play, sacrifice it unless \times was spent to play it.

— Matt Cavotta

2/1

Stalking Vengeance 5

Creature — Avatar

Haste
Whenever another creature you control is put into a graveyard from play, it deals damage equal to its power to target player.

Something roams the killing places, sniffing the guilt of the slayers, stalking them on iron paws.

— Anthony S. Wozniak

5/5

Stormscale Anarch 2

Creature — Viashino Shaman

2 ☛ Discard a card at random: Stormscale Anarch deals 2 damage to target creature or player. If the discarded card was multicolored, Stormscale Anarch deals 4 damage to that creature or player instead.

— Ralph Horsley

2/2

Taste for Mayhem

Enchantment — Aura

Enchant creature
Enchanted creature gets $+2/+0$.
Halberd — Enchanted creature gets an additional $+2/+0$ as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrand

Utvvara Scalper 1

Creature — Goblin Scout

Flying
Utvvara Scalper attacks each turn if able.

He wages war wherever the wind carries him.

— Christopher Rush

1/2

War's Toll 3

Enchantment

Whenever an opponent taps a land for mana, tap all lands that player controls. If a creature an opponent controls attacks, all creatures that opponent controls attack if able.

Razia, archangel of war, demands total commitment.

— Dana Kuhlbrodt

Weight of Spires

Instant

Weight of Spires deals damage to target creature equal to the number of nonbasic lands that creature's controller controls.

"Finally, a good use for an Azorius courthouse."
— Ghut Rak, Gruul guildmage

— Michael Sefin

Whiptail Moloch 4

Creature — Lizard

When Whiptail Moloch comes into play, it deals 3 damage to target creature you control.

"It wags its tail when it's happy. It wags its tail when it's angry. Nope, there's no good time to be around a whiptail!"
—Rugar, Leaguemall Infirmiry patient

—Darrell Roche **6/3**

Aquastrand Spider 1

Creature — Spider Mutant

Graft 2 (This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

Target creature with a +1/+1 counter on it can block as though it had flying this turn.

—Daisy Orino **0/0**

Cytoplasm Root-Kin 2

Creature — Elemental Mutant

Graft 4 (This creature comes into play with four +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

When Cytoplasm Root-Kin comes into play, put a +1/+1 counter on each other creature you control that has a +1/+1 counter on it.

2: Move a +1/+1 counter from target creature you control onto Cytoplasm Root-Kin.

—Thomas M. Bass **0/0**

Cytospawn Shambler 6

Creature — Elemental Mutant

Graft 6 (This creature comes into play with six +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

Target creature with a +1/+1 counter on it gains tremble until end of turn.

—Anthony S. Waters **0/0**

Elemental Resonance 2

Enchantment — Aura

Enchant permanent

At the beginning of your precombat main phase, add mana equal to enchanted permanent's mana cost to your mana pool. (Mana cost includes color. If a mana symbol has multiple colors, choose one.)

—Mark Tedin

Fertile Imagination 2

Sorcery

Choose a card type. Target opponent reveals his or her hand. Put two 1/1 green Saproling creature tokens into play for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

—Dan Scott

Flash Foliage 2

Instant

Put a 1/1 green Saproling creature token into play blocking target creature attacking you.

Draw a card.

"This undemanding vegetation takes root in a mote of dust but grows incredibly quickly."
—Stimic research notes

—Kain Spears

Indrik Stomphowler 4

Creature — Beast

When Indrik Stomphowler comes into play, destroy target artifact or enchantment.

"An indrik's hotel has destructive power much subtler than that of its crushing foot. The sound is mundane, but inaudible vibrations scatter and Sunder magical contrivances."
—Stimic research notes

—Carl Critchlow **4/4**

Loaming Shaman 2

Creature — Centaur Shaman

When Loaming Shaman comes into play, target player shuffles any number of target cards from his or her graveyard into his or her library.

His work determines who is remembered and who feeds the worms.

—Carl Critchlow **3/2**

Might of the Nephilim 1

Instant

Target creature gets +2/+2 until end of turn for each of its colors.

"Send a runner to Tin Street, and tell 'em the delivery has been . . . uh . . . held up."
—Bonmod, caravan rear guard

—Pavelle

Patagia Viper 3

Creature — Snake

Flying

When Patagia Viper comes into play, put two 1/1 green and blue Snake creature tokens into play.

When Patagia Viper comes into play, sacrifice it unless ♠ was spent to play it.

—Christopher Mueller

2/1

Protean Hulk 5

Creature — Beast

When Protean Hulk is put into a graveyard from play, search your library for any number of creature cards with total converted mana cost 6 or less and put them into play. Then shuffle your library.

"Meat and eggs. We eat!"
—Borborygnus

—Matt Cavotta

6/6

Simic Basilisk 4

Creature — Basilisk Mutant

Graft 3 (This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

1 ♣: Until end of turn, target creature with a +1/+1 counter on it gains "Whenever this creature deals combat damage to a creature, destroy that creature at end of combat."

—Lace Fontini

0/0

Simic Initiate 1

Creature — Human Mutant

Graft 1 (This creature comes into play with a +1/+1 counter on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

Simic initiates begin their training as experimental subjects. Failures are flushed to the undersewers.

—Dany Orsino

0/0

Simic Ragworm 3

Creature — Worm

♣: Untap Simic Ragworm.

"Infused with autochthon blood for size and hellion cells for speed, the ragworm is perfect for clearing the undergardens of both rats and vagrants."
—Xloro, Simic bioengineer

—Nick Peraval

3/3

Sporeback Troll 3

Creature — Troll Mutant

Graft 2 (This creature comes into play with two +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

1 ♣: Regenerate target creature with a +1/+1 counter on it.

—Dan Scott

0/0

Sprouting Phytohydra 4

Creature — Plant Hydra

Defender (This creature can't attack.)

Whenever Sprouting Phytohydra is dealt damage, you may put a token into play that's a copy of Sprouting Phytohydra.

A hydra tender's problem isn't having enough defenses but enough pots.

—Heather Hudson

0/2

Stomp and Howl 2

Sorcery

Destroy target artifact and target enchantment.

"Mizzium may be impervious to fire, but obviously certain other things can . . . modify its form."
—Eos Koba, indrik handler

—Carl Critchlow

Street Savvy ♣



Enchantment — Aura ♣

Enchant creature
 Enchanted creature gets +0/+2 and can block creatures with landwalk abilities as though they didn't have those abilities.
"It takes more than swift feet and dark shadows to slip by me unnoticed."
 —Nero Wastrel

Thrive ♣



Sorcery ♣

Put a +1/+1 counter on each of X target creatures.
The most successful of Simic creations is cytoplasm, a living, symbiotic substance that feeds off genetic rhythms and strengthens its host in return.
 —Harrold Badler

Utopia Sprawl ♣



Enchantment — Aura ♣

Enchant Forest
 As Utopia Sprawl comes into play, choose a color.
 Whenever enchanted Forest is tapped for mana, its controller adds one mana of the chosen color to his or her mana pool.
 —Ron Spears

Verdant Eidolon ♣



Creature — Spirit ♣

♣, Sacrifice Verdant Eidolon: Add three mana of any one color to your mana pool.
 Whenever you play a multicolored spell, you may return Verdant Eidolon from your graveyard to your hand.
 —Tartoma Kawade

Æthermage's Touch ♣



Instant ♣

Reveal the top four cards of your library. You may put a creature card from among them into play with "At the end of your turn, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.
 —Randy Gallegos

Anthem of Rakkos ♣



Enchantment ♣

Whenever a creature you control attacks, it gets +2/+0 until end of turn and Anthem of Rakkos deals 1 damage to you.
Hulkout — As long as you have no cards in hand, if a source you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.
 —Ralph Horsley

Assault Zeppelin ♣



Creature — Beast ♣

Flying, trample
"Show them to Razia and then to the Azorius sky marshals. We could create a fine building toy—enough to fund the final stages of Project Kraj."
 —Momir Vig
 —Jeremy Jarvis

Azorius Æthermage ♣



Creature — Human Wizard ♣

Whenever a permanent is returned to your hand, you may pay 1. If you do, draw a card.
In her single metasphere are bound the records of every Ætheric transaction since the time of Azor.
 —Heather Hudson

Azorius First-Wing ♣



Creature — Griffin ♣

Flying, protection from enchantments
With a steady diet of lacebreakers, Azorius griffins inevitably develop a resistance to the contraband magic that taints much of their prey.
 —Alex Hickey-Orlandelli

Azorius Ploy U W C

Instant

Prevent all combat damage target creature would deal this turn.
Prevent all combat damage that would be dealt to target creature this turn.

Azorius military tactics, like their legal tactics, capitalize on delay and nullification.

—Michael Sutfin

Coiling Oracle U C

Creature — Snake Elf Druid

When Coiling Oracle comes into play, reveal the top card of your library. If it's a land card, put it into play. Otherwise, put that card into your hand.

Snaking remnants of nature directed by a body of thought and progress, the oracles embody all that is Simic.

—Mark Zug

1/1

Cytoshape U C

Instant

Choose a nonlegendary creature in play. Target creature becomes a copy of that creature until end of turn.

"Though highly effective at reshaping flesh, these specially bred cytoplasts leave the subject reeking of omnibian mucus."
—Simic research notes

—Alan Pollack

Dread Slag C R

Creature — Horror

Trample
Dread Slag gets -4/-4 for each card in your hand.

A thousand phobias sopped from the city and wrung from Rix Maadi as one.

—Anthony S. Waters

9/9

Experiment Kraj C U C C

Legendary Creature — Ooze Mutant

Experiment Kraj has all activated abilities of each other creature with a +1/+1 counter on it.

☞: Put a +1/+1 counter on target creature.

"Of course it will grow beyond control—it was designed to choose its own evolution."
—Momi Vag

—Mark Zug

4/6

Gobhobbler Rats C R

Creature — Rat

Hellbent — Gobhobbler Rats gets +1/+0 and has "Regenerate Gobhobbler Rats" as long as you have no cards in hand.

Lyzolda's pet rats eat better than the average citizen. In fact, they can usually be found eating the average citizen.

—Michael Sutfin

2/2

Grand Arbiter Augustin IV C W

Legendary Creature — Human Advisor

White spells you play cost 1 less to play.
Blue spells you play cost 1 less to play.
Spells your opponents play cost 1 more to play.

The Arbiter is a conduit of justice, a will so disciplined that it dispenses justice without ego or remorse.

—Johann Borchs & Gabor Szabai

2/3

Hellhole Rats C R

Creature — Rat

Haste

When Hellhole Rats comes into play, target player discards a card. Hellhole Rats deals damage to that player equal to that card's converted mana cost.

"I must speak with Momi Vag about creating a water-spouting watchdog."
—Mashitan, Praetor scroloardian

—Ken Walker

2/2

Isperia the Inscrutable U W C C C

Legendary Creature — Sphinx

Flying

Whenever Isperia the Inscrutable deals combat damage to a player, name a card. That player reveals his or her hand. If he or she reveals the named card, search your library for a creature card with flying, reveal it, put it into your hand, then shuffle your library.

—Greg Staples

3/6

Jagged Poppet 1 2 3

Creature — Ogre Warrior

Whenever Jagged Poppet is dealt damage, discard that many cards.

Hellbent — Whenever Jagged Poppet deals combat damage to a player, if you have no cards in hand, that player discards cards equal to the damage.

Few puppets are so vicious.

—Jeff Miracola

3/4

Leafdrake Roost 3 4 4

Enchantment — Aura

Enchant land

Enchanted land has “♣ ♠ ♣ ♠ ♣”: Put a 2/2 green and blue Drake creature token with flying into play.

“The best experiments are those whose successes replicate themselves.”

—Yolotl, Simic bioengineer

—Nick Perichal

Lyzolda, the Blood Witch 1 2 3

Legendary Creature — Human Cleric

2. Sacrifice a creature: Lyzolda, the Blood Witch deals 2 damage to target creature or player if the sacrificed creature was red. Draw a card if the sacrificed creature was black.

Sacrificial rites take place before an audience of cheering cultists, each begging to be the next on stage.

—Jim Hout

3/1

Momir Vig, Simic Visionary 3 4 4

Legendary Creature — Elf Wizard

Whenever you play a green creature spell, you may search your library for a creature card and reveal it. If you do, shuffle your library and put that card on top of it.

Whenever you play a blue creature spell, reveal the top card of your library. If it's a creature card, put that card into your hand.

—Julian Buroo & Gabor Szekely

2/2

Omnibian 1 2 3 4

Creature — Frog

♣: Target creature becomes a 3/3 Frog until end of turn.

“This creature has hyperevolved chameleonic abilities. It no longer mimics its surroundings, instead forcing them to take on its form.”

—Simic research notes

—Jim Nelson

3/3

Overrule 1 2 3 4

Instant

Counter target spell unless its controller pays X . You gain X life.

With one commanding word, the spell was put down and a fine collected for its casting.

—Allen Pollack

Pain Magnification 1 2 3

Enchantment

Whenever an opponent is dealt 3 or more damage by a single source, that player discards a card.

The Rakdos make sure their victims remember their pain—or at least give up a little bit of their sanity in order to forget.

—Alison Wilder

Palliation Accord 3 4 4

Enchantment

Whenever a creature an opponent controls becomes tapped, put a shield counter on Palliation Accord.

Remove a shield counter from Palliation Accord: Prevent the next 1 damage that would be dealt to you this turn.

—William Simpson

Plaxcaster Frogling 1 2 3

Creature — Frog Mutant

Graft 3 (This creature comes into play with three +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.)

2: Target creature with a +1/+1 counter on it can't be the target of spells or abilities this turn.

—Greg Slayton

0/0

Plumes of Peace 1 2 3

Enchantment — Aura

Enchant creature
 Enchanted creature doesn't untap during its controller's untap step.
 Forecast — **2** 2 2: Reveal Plumes of Peace from your hand: Tap target creature. (Play this ability only during your upkeep and only once each turn.)

—Justin Sweet

Pride of the Clouds 2 3 4

Creature — Elemental Cat

Flying
 Pride of the Clouds gets +1/+1 for each other creature in play with flying.
 Forecast — **2** 2 4: Reveal Pride of the Clouds from your hand: Put a 1/1 white and blue Bird creature token with flying into play. (Play this ability only during your upkeep and only once each turn.)

—Benji Peacock

Rain of Gore 2 3 4

Enchantment

If a spell or ability would cause its controller to gain life, that player loses that much life instead.
 "Stay indoors, away from what seeps over the thresholds. This is the Demon's work, and only ill can come of it."
 —Belko, owner of Titan's Keg tavern

—Finn Stanger

Rakdos Augermage 2 3 4

Creature — Human Wizard

First strike
2: Reveal your hand and discard a card of target opponent's choice. Then that player reveals his or her hand and discards a card of your choice. Play this ability only any time you could play a sorcery.
 "Great minds bleed alike."

—Lathan Burns & Gabhe Szkaral

Rakdos Ickspitter 1 2 3

Creature — Thrull

2: Rakdos Ickspitter deals 1 damage to target creature and that creature's controller loses 1 life.
 "Our thrulls dissolve from the inside out in a matter of days. Shoddy work, but they're a scream while they last."
 —Uric, Rakdos guildmage

—Christopher Rush

Rakdos the Defiler 2 3 4 5

Legendary Creature — Demon

Flying, trample
 Whenever Rakdos the Defiler attacks, sacrifice half the non-Demon permanents you control, rounded up.
 Whenever Rakdos deals combat damage to a player, that player sacrifices half the non-Demon permanents he or she controls, rounded up.

—Lathan Burns & Gabhe Szkaral

Simic Sky Swallower 5 3 4

Creature — Leviathan

Flying, trample
 Simic Sky Swallower can't be the target of spells or abilities.
 "We've bred out the shortcomings of the species' natural form and replaced them with assets of our own design."
 —Momin Vig

—Greg Staples

Sky Hussar 3 3 4

Creature — Human Knight

Flying
 When Sky Hussar comes into play, untap all creatures you control.
 Forecast — Tap two untapped white and/or blue creatures you control. Reveal Sky Hussar from your hand: Draw a card. (Play this ability only during your upkeep and only once each turn.)

—Kev Walker

Swift Silence 2 3 4

Instant

Counter all other spells. Draw a card for each spell countered this way.
 "This world may not know peace, but in my presence you will know quiet."
 —Augustin IV

—Greg Staples

Trygon Predator ♣♦♠



Creature — Beast ♣♦♠

Flying

Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.

Hold aloft by metabolized magic, trygons are ravenous for sources of mystic fuel.

—Geri Criddleman

2/3

Twinstrike ♣♦♠



Instant ♣♦♠

Twinstrike deals 2 damage to each of two target creatures.

Hellbent — Destroy those creatures instead if you have no cards in hand.

They're dying left and right.

—Christopher Rich

Vigean Hydropon ♣♦♠



Creature — Plant Mutant ♣♦♠

Graft 5 (*This creature comes into play with five +1/+1 counters on it. Whenever another creature comes into play, you may move a +1/+1 counter from this creature onto it.*)

Vigean Hydropon can't attack or block.

Fruits of magic, roots in science.

—Anthony S. Waters

0/0

Vigean Intuition ♣♦♠



Instant ♣♦♠

Choose a card type, then reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard. (*The card types are artifact, creature, enchantment, instant, land, and sorcery.*)

—Alex Hefley Orlanbille

Voidslime ♣♦♠



Instant ♣♦♠

Counter target spell, activated ability, or triggered ability. (*Mana abilities can't be targeted.*)

"It is technically an ooze, but its lifespan measures only seconds. In that short time, its appetite for magic is extraordinary."

—Sinic research notes

—Jim Murray

Windreaver ♣♦♠



Creature — Elemental ♣♦♠

Flying

- Windreaver gains vigilance until end of turn.
- Windreaver gets +0/+1 until end of turn.
- Switch Windreaver's power and toughness until end of turn.
- Return Windreaver to its owner's hand.

—Alexei Evichko

1/3

Wrecking Ball ♣♦♠



Instant ♣♦♠

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

—Kern Spears

Avatar of Discord ♣♦♠



Creature — Avatar ♣♦♠

(*• ♦ ♠ can be paid with either ♦ or ♠.*)

Flying

When Avatar of Discord comes into play sacrifice it unless you discard two cards.

Such is the power of Rakdos that even his shadow takes on a cruel life of its own.

—Kern Spears

5/3

Azorius Guildmage ♣♦♠



Creature — Vedalkan Wizard ♣♦♠

(*• ♦ ♠ can be paid with either ♦ or ♠.*)

- ♦♦: Tap target creature.
- ♦♦♦: Counter target activated ability. (*Mana abilities can't be targeted.*)

—Christopher Moeller

2/2

Biomantic Mastery 4

Sorcery

(***** can be paid with either **♣** or **♠**.)
 Draw a card for each creature target player controls, then draw a card for each creature another target player controls.

*"Look beyond, to the vascular awareness that all life is a map to greater knowledge."
 —Momin Vig, Biomancy, vol. 1*

—Dan Scott
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Dovescape 3

Enchantment

(***** can be paid with either **♠** or **♣**.)
 Whenever a player plays a noncreature spell, counter that spell. That player puts X 1/1 white and blue Bird creature tokens with flying into play, where X is the spell's converted mana cost.

—Shishizuru
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Minister of Impediments 2

Creature — Human Advisor

(***** can be paid with either **♠** or **♣**.)
*****: Tap target creature.
 When it takes forever to learn all the rules, no time is left for breaking them.

—Brian Hagan
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Rakdos Guildmage

Creature — Zombie Shaman

(***** can be paid with either **♠** or **♣**.)
3 ♣. Discard a card: Target creature gets -2/-2 until end of turn.
3 ♣: Put a 2/1 red Goblin creature token with haste into play. Remove it from the game at end of turn.

—Jeremy Jarvis
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Riot Spikes

Enchantment — Aura

(***** can be paid with either **♠** or **♣**.)
 Enchant creature
 Enchanted creature gets +2/-1.

Most auranancers would have let the spikes hover just above the skin. Having the spikes rip through the skin from beneath was a touch added by Rakdos himself.

—Christopher McKinley
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Shielding Plax

Enchantment — Aura

(***** can be paid with either **♣** or **♠**.)
 Enchant creature
 When Shielding Plax comes into play, draw a card.
 Enchanted creature can't be the target of spells or abilities your opponents control.

—Brian Hagan
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Simic Guildmage

Creature — Elf Wizard

(***** can be paid with either **♣** or **♠**.)
1 ♣: Move a +1/+1 counter from target creature onto another target creature with the same controller.
1 ♠: Attach target Aura enchanting a permanent to another permanent with the same controller.

—Alexis Brichler
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Determined

Instant

Other spells you control can't be cast this turn.
 Draw a card.

—John Johnson
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Bound

Instant

Sacrifice a creature. Return up to X cards from your graveyard to your hand, where X is the creature's converted mana cost. Then, remove this card from the game.

—John Johnson
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Punishment

Sorcery

Destroy each artifact, enchantment, or permanent with converted mana cost X.

—John Johnson
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Crime

Sorcery

Put target creature or enchantment card in an opponent's graveyard into play under your control.

—John Johnson
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SPLIT DECISIONS

The *Dissension* set features the return of split cards, one of the most bizarre **Magic** mechanics ever created. The twist is that each half of these new split cards is a multicolored instant or sorcery. That adds up to two bonus spells per guild! Each pair of spells printed on the same card shares a color, so you can play Odds/Ends (“odds and ends”) in a blue-red deck for Odds, a red-white deck for Ends, or a red-white-blue deck for both sides!

To play one side of a split card, you pay just that side’s cost, and you put just that side on the stack. You can’t play both sides at once, and while you’re playing one side, the other side disappears completely. Only when the spell resolves and the entire card is put into your graveyard does the other half reappear.

Otherwise, treat each split card like two little cards fused together. For example, if you reveal Odds/Ends from your library with Dark Confidant’s ability, Dark Confidant wants to know what its converted mana cost is. The answer is *3 and 5*, so you lose 8 life. (Ouch!) If you use Brainspoil’s transmute ability and run across Odds/Ends while searching your library, Brainspoil wants to know if it has a converted mana cost of 5. The card has converted mana costs *3 and 5*, so the answer is yes. Since Ends can’t go anywhere without Odds tagging along, you put the entire card into your hand.



Simple 1 ♦ ♦

Sorcery

Destroy all Auras and Equipment.

Pure 1 ♦ ♦

Sorcery

Destroy target multicolored permanent.

Demand 1 ♦ ♦

Sorcery

Search your library for a multicolored card, reveal it, and put it into your hand. Then shuffle your library.

Supply 1 ♦ ♦

Sorcery

Put X 1/1 green Saproling creature tokens into play.

Bronze Bombshell 4

Artifact Creature — Construct

When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.

"Ooh, shiny! Let's pull off the chain and take her with us!"
"Uh, Graud volder, last words"

—Magrima Pakerova

4/1

Development 3 ♦ ♦

Instant

Put a 3/1 red Elemental creature token into play unless an opponent lets you draw a card. Repeat this process two more times.

Research 3 ♦ ♦

Instant

Choose up to four cards you own from outside the game, shuffle them into your library.

Error 3 ♦ ♦

Instant

Counter target multicolored spell.

Trial 3 ♦ ♦

Instant

Return all creatures blocking or blocked by target creature to their owner's hand.

Evolution Vat 3

Artifact

3, ♦: Tap target creature and put a +1/+1 counter on it. Until end of turn, that creature gains "2♦♦: Double the number of +1/+1 counters on this creature."

The vats are self-contained worlds, bubbling and churning with unnatural speed, boiling down seas of change into moments.

—John Avon

Fall 3 ♦ ♦

Sorcery

Target player reveals two cards at random from his or her hand. For each card, each opponent reveals one card in this way.

Rise 3 ♦ ♦

Sorcery

Return target creature card in a graveyard and target creature in play to their owners' hands.

Azorius Signet 2

Artifact

1, ♦: Add ♦♦ to your mana pool.

The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.

—Gregg Hildebrandt

Magewright's Stone 2

Artifact

1, ♦: Untap target creature that has an activated ability with ♦ in its cost.

The stones hark back to an age before civilization, when the living earth blessed all who trod its untamed wilds.

—Cari Critchlow

Muse Vessel 4

Artifact

3, ☉: Target player removes a card in his or her hand from the game with Muse Vessel. You may play this ability only any time you could play a sorcery.

1: Choose a card removed from the game with Muse Vessel. You may play that card this turn.

—Christopher Rush

Rakdos Riteknife 2

Artifact — Equipment

Equipped creature gets +1/+0 for each blood counter on Rakdos Riteknife and has "☉. Sacrifice a creature: Put a blood counter on Rakdos Riteknife."

☉☉. Sacrifice Rakdos Riteknife: Target player sacrifices a permanent for each blood counter on Rakdos Riteknife.

Equip 2

—Jiri Nekoni

Rakdos Signet 2

Artifact

1, ☉: Add ☉☉ to your mana pool.

Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

—Greg Hildebrandt

Simic Signet 2

Artifact

1, ☉: Add ♣♣ to your mana pool.

For the Simic Combine, its sigil serves not as an emblem of honor but as a trademark. Its familiar image on any biological commodity attests to superb craftsmanship, ingenious innovation, and higher cost.

—Greg Hildebrandt

Skullmead Cauldron 4

Artifact

☉: You gain 1 life.

☉. Discard a card: You gain 3 life.

Once tasted, the flavor of skullmead lingers in the throat, a secret brand of guilt for those who partake in forbidden pleasures.

—Matthias Pilceroiva

Transguild Courier 4

Artifact Creature — Golem

Transguild Courier is all colors (even if this card isn't in play).

Reluctant to meet face to face, the leaders of the ten guilds prefer to do official business through a go-between immune to bribes and threats.

—John Avian

3/3

Walking Archive 3

Artifact Creature — Golem

Defender (*This creature can't attack.*)

Walking Archive comes into play with a +1/+1 counter on it.

At the beginning of each player's upkeep, that player draws a card for each +1/+1 counter on Walking Archive.

2 ☉♣. Put a +1/+1 counter on Walking Archive.

—Heather Hudson

1/1

Azorius Chancery

Land

Azorius Chancery comes into play tapped.

When Azorius Chancery comes into play, return a land you control to its owner's hand.

☉: Add ♣♣ to your mana pool.

—Joshua Ayoob

Blood Crypt

Land — Swamp Mountain

(☉: Add ☉ or ☉ to your mana pool.)

As Blood Crypt comes into play, you may pay 2 life. If you don't, Blood Crypt comes into play tapped instead.

Breeding Pool

Land — Forest Island

(**♣**: Add **♣** or **♠** to your mana pool.)
 As Breeding Pool comes into play, you may pay 2 life. If you don't, Breeding Pool comes into play tapped instead.

— Rob Alexander
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Ghost Quarter

Land

♣: Add 1 to your mana pool.
♠: Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it into play, then shuffle his or her library.
Where wretched life cries out to be reborn.

— Heather Hudson
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Hallowed Fountain

Land — Plains Island

(**♣**: Add *** or ♠** to your mana pool.)
 As Hallowed Fountain comes into play, you may pay 2 life. If you don't, Hallowed Fountain comes into play tapped instead.

— Rob Alexander
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Novijen, Heart of Progress

Land

♣: Add 1 to your mana pool.
♣♠, **♠**: Put a +1/+1 counter on each creature that came into play this turn.
*"The unnatural pressures of life in this city are best withstood by lifefarms that adapt with unnatural swiftness."
 — Momir Vig*

— Martina Pilicerova
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Pillar of the Paruns

Land

♠: Add one mana of any color to your mana pool. Spend this mana only to play a multicolored spell.
Built on the very ground where the Ten signed the Guildpact, the tower is a monument to the past and a reminder of who holds power in the present.

— Dany Orsillo
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Praha, Spires of Order

Land

♣: Add 1 to your mana pool.
4♣♠, **♠**: Prevent all damage a source of your choice would deal this turn.
Praha, where much work is done to make sure nothing is accomplished.

— Martina Pilicerova
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Rakdos Carnarium

Land

Rakdos Carnarium comes into play tapped.
 When Rakdos Carnarium comes into play, return a land you control to its owner's hand.
♣: Add **♣** to your mana pool.

— John Ayon
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Rix Maadi, Dungeon Palace

Land

♣: Add 1 to your mana pool.
1♣♠, **♠**: Each player discards a card. Play this ability only any time you could play a sorcery.
Even miles away, if you put your ear to the sewer vents, you can hear the screams and the tempestuous laughter.

— Martina Pilicerova
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Simic Growth Chamber

Land

Simic Growth Chamber comes into play tapped.
 When Simic Growth Chamber comes into play, return a land you control to its owner's hand.
♣: Add **♣** to your mana pool.

— John Ayon
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DISSENSION

CARD CHECKLIST

WHITE

- 1 C Aurora Eidolon
- 2 U Azorius Herald
- 3 C Beacon Hawk
- 4 U Blessing of the Nephilim
- 5 U Brace for Impact
- 6 C Carom
- 7 R Celestial Ancient
- 8 U Condemn
- 9 C Freewind Equenaut
- 10 C Guardian of the Guildpact

- 11 C Haazda Exonerator
- 12 R Haazda Shield Mate
- 13 U Mistral Charger
- 14 U Paladin of Prahv
- 15 R Proclamation of Rebirth
- 16 R Proper Burial
- 17 C Soulsworn Jury
- 18 C Steeling Stance
- 19 U Stoic Ephemera
- 20 C Valor Made Real
- 21 R Wakestone Gargoyle

BLUE

- 22 U Court Hussar
- 23 R Cytoplasm Manipulator
- 24 C Enigma Eidolon
- 25 R Govern the Guildless
- 26 C Helium Squirter
- 27 R Novijen Sages
- 28 C Ocular Halo
- 29 U Plaxmanta
- 30 R Psychic Possession
- 31 C Silkwing Scout
- 32 U Skyscribing
- 33 U Spell Snare

- 34 R Tidespout Tyrant
- 35 U Vigeant Graftmage
- 36 C Vision Skeins
- 37 C Writ of Passage

BLACK

- 38 U Bond of Agony
- 39 U Brain Pry
- 40 U Crypt Champion
- 41 C Delirium Skeins
- 42 C Demon's Jester
- 43 U Drekavac
- 44 C Enemy of the Guildpact
- 45 C Entropic Eidolon
- 46 R Infernal Tutor
- 47 C Macabre Waltz
- 48 C Nettling Curse
- 49 U Nightcreep
- 50 R Nihilistic Glee
- 51 U Ragamuffyn
- 52 R Ratcatcher
- 53 C Seal of Doom
- 54 C Slaughterhouse Bouncer
- 55 U Slithering Shade
- 56 R Unliving Psychopath
- 57 C Vesper Ghoul
- 58 R Wit's End

RED

- 59 C Cackling Flames
- 60 R Demonfire
- 61 U Flame-Kin War Scout
- 62 U Flaring Flame-Kin
- 63 U Gnat Alley Creeper
- 64 U Ignorant Bliss
- 65 C Kill-Suit Cultist
- 66 U Kindle the Carnage

- 67 C Ogre Gatecrasher
- 68 C Psychotic Fury
- 69 R Rakkos Pit Dragon
- 70 C Sandstorm Eidolon
- 71 C Seal of Fire
- 72 U Squealing Devil
- 73 R Stalking Vengeance
- 74 R Stormscale Anarch
- 75 C Taste for Mayhem
- 76 C Utvara Scalper
- 77 R War's Toll
- 78 U Weight of Spires
- 79 C Whiptail Moloch

GREEN

- 80 C Aquastrand Spider
- 81 R Cytoplasm Root-Kin
- 82 C Cytospawn Shambler
- 83 R Elemental Resonance
- 84 U Fertile Imagination
- 85 U Flash Foliage
- 86 U Indrik Stomphowler
- 87 R Loaming Shaman
- 88 U Might of the Nephilim
- 89 U Patagia Viper
- 90 R Protean Hulk
- 91 U Simic Basilisk
- 92 C Simic Initiate
- 93 C Simic Ragworm
- 94 C Sporeback Troll
- 95 R Sprouting Phytohydra
- 96 U Stomp and Howl
- 97 C Street Savvy
- 98 C Thrive
- 99 C Utopia Sprawl
- 100 C Verdant Eidolon

MULTICOLORED

- 101 R *Æthermage's Touch*
- 102 R *Anthem of Rakdos*
- 103 C *Assault Zeppelin*
- 104 U *Azorius Æthermage*
- 105 C *Azorius First-Wing*
- 106 U *Azorius Ploy*
- 107 C *Coiling Oracle*
- 108 R *Cytoshape*
- 109 R *Dread Slag*
- 110 R *Experiment Kraj*
- 111 C *Gobhobblers Rats*
- 112 R *Grand Arbiter Augustin IV*
- 113 U *Hellhole Rats*
- 114 R *Ispéria the Inscrutable*
- 115 U *Jagged Poppet*
- 116 U *Leafdrake Roost*
- 117 R *Lyzolda, the Blood Witch*
- 118 R *Momir Vig, Simic Visionary*
- 119 R *Omnibian*
- 120 C *Overrule*
- 121 U *Pain Magnification*
- 122 U *Palliation Accord*
- 123 U *Plaxcaster Frogling*
- 124 C *Plumes of Peace*
- 125 R *Pride of the Clouds*
- 126 R *Rain of Gore*
- 127 R *Rakdos Augermage*
- 128 C *Rakdos Ickspitter*

- 129 R *Rakdos the Defiler*
- 130 R *Simic Sky Swallower*
- 131 U *Sky Hussar*
- 132 R *Swift Silence*
- 133 U *Trygon Predator*
- 134 U *Twinstrike*
- 135 C *Vigean Hydropon*
- 136 U *Vigean Intuition*
- 137 R *Voidslime*
- 138 R *Windreaver*
- 139 C *Wrecking Ball*

HYBRID MULTICOLORED

- 140 R *Avatar of Discord*
- 141 U *Azorius Guildmage*
- 142 R *Biomantic Mastery*
- 143 R *Dovescape*
- 144 C *Minister of Impediments*
- 145 U *Rakdos Guildmage*
- 146 C *Riot Spikes*
- 147 C *Shielding Plax*
- 148 U *Simic Guildmage*

SPLIT CARDS

- 149 R *Bound/Determined*
- 150 R *Crime/Punishment*
- 151 R *Hide/Seek*
- 152 U *Hit/Run*
- 153 R *Odds/Ends*
- 154 U *Pure/Simple*
- 155 R *Research/Development*

- 156 U *Rise/Fall*
- 157 U *Supply/Demand*
- 158 U *Trial/Error*

ARTIFACTS

- 159 C *Azorius Signet*
- 160 R *Bronze Bombshell*
- 161 R *Evolution Vat*
- 162 U *Magewright's Stone*
- 163 R *Muse Vessel*
- 164 R *Rakdos Riteknife*
- 165 C *Rakdos Signet*
- 166 C *Simic Signet*
- 167 U *Skullmead Cauldron*
- 168 U *Transguild Courier*
- 169 R *Walking Archive*

LANDS

- 170 C *Azorius Chancery*
- 171 R *Blood Crypt*
- 172 R *Breeding Pool*
- 173 U *Ghost Quarter*
- 174 R *Hallowed Fountain*
- 175 U *Novijen, Heart of Progress*
- 176 R *Pillar of the Paruns*
- 177 U *Prahv, Spire of Order*
- 178 C *Rakdos Carnarium*
- 179 U *Rix Maadi, Dungeon Palace*
- 180 C *Simic Growth Chamber*

□ = Regular card

□ = Premium card

C = Common

U = Uncommon

R = Rare

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"Which Guild Are You"

Answer Key From Page 20

GUILD A = * ♠ Azorius Senate
 GUILD B = ♠ ♣ House Dimir
 GUILD C = ♠ * Boros Legion
 GUILD D = ♠ ♣ The Golgari
 GUILD E = ♠ ♠ Simic Combine

GUILD F = ♣ * Selesnya Conclave
 GUILD G = ♠ ♠ Cult of Rakdos
 GUILD H = * ♠ Orzhov Syndicate
 GUILD I = ♠ ♠ Izzet League
 GUILD J = ♠ ♠ Gruul Clans

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